

Curriculum Vitae

Personal information

First name / Surname **Archontia Anna (Dianna), Tsapanidou**
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Work experience

Dates From January 2013 to present
Position held **Content Developer**
Responsibilities I am a member of the team developing casino titles (slots, roulettes, table games) for the biggest supplier of land based gaming in the UK.

I solely developed six original titles, lead/co-developed two and co-developed a further two. I have helped in developing the main roulette framework using an event driven model approach and I am currently maintaining, optimising and expanding it. I have also worked on conversions of existing content for different customer platforms, as well as maintenance of existing live content.
All titles are written in C++ using an in-house game engine and make use of STL, Boost and XML.

Additionally, I have developed tools to enable faster production of titles. An example is a stand-alone game simulator for the fast generation of statistics without the need to run the actual game. It uses the ODBC Excel driver for data parsing from an Excel spreadsheet to allow the game designer to profile any game's maths model. Another example is a multithreaded application that auto-plays a user-configurable number of instances of a game and then creates a summary of the metering information collected from each instance. The tools are written in Visual C++ (MFC).

Employer Inspired Gaming (UK) Ltd. (Games industry)
3 The Maltings, Wetmore Road, Burton on Trent, Staffordshire, DE14 1SE, UK. Tel: 01283512777

Dates From July 2010 to November 2012
Position held **Programmer (Core Technology - Tools)**
Responsibilities I have worked on various parts of the in house world editor used by the game and artist teams, written in Visual C++ (MFC) and supported by a Lua scripting layer.

Parts I have worked on include the Graphical User Interface, the graph editor (2D plotter for animations/key frame manipulation similar to Autodesk Maya's graph editing window), 3D and 2D graphics programming, the integration of Adobe RoboHelp/WebHelp to enable context sensitive help within the application, various optimisations, icon creation/editing and some Lua scripting.

I have worked on a tool suite (consisting of four applications) to enable fast production, organisation and distribution of the release notes of the in house tools and engine releases, used throughout the company. These applications are written in Visual C++ (MFC), supported by the Postgres database and made use of XML.

I was responsible for the setup and smooth operation of the continuous integration system (TeamCity) for the above tools.

Titles I am credited in: Rio, Disney Universe, Goldeneye 007 Reloaded, Harry Potter Kinect, 007 Legends.

Employer Eurocom Developments Ltd. (Games industry)
Eurocom House, Ashbourne Road, Mackworth, Derby, DE22 4NB, UK.

Dates From May 2006 to December 2007
Position held **Technical and IT support**
Responsibilities My general role was to provide support on the organisation of office work using digital means.

I provided technical and IT support (PC troubleshooting and assembling PCs from parts, printer/plotter installations, support on Microsoft products and other applications and furthermore, on the communication software receiving measurements from remote stations located in rivers and lakes in the region of Central Macedonia, Greece).
I developed and was responsible for the administration and maintenance of databases to support office needs (Library, archiving of official documents). The database applications were developed using Microsoft Access.

Employer	I was responsible for the Local Area Network support (maintaining printer network and troubleshooting the in-office LAN). I was also providing consultations on the purchase of IT equipment to cover the office needs. Region of Central Macedonia Water Directorate (Public sector/Renewables and environment) Leof. Georgikis Scholis 46, Kalamaria, 551 34, Thessaloniki, Greece. Tel: +30 2310 409 483
Dates	From March 2005 to July 2005
Position held	Lecturer
Responsibilities	I was teaching the laboratory-based module "Multimedia and Internet Development", with DreamWeaver MX and Flash MX as tools.
Employer	Mediterranean ECS College (Education) 76 Egnatias Ave, Thessaloniki, 546 23, Greece. Tel: +30 2310 287779
Education	
Dates	From October 2008 to October 2009
Qualification awarded	<u>Master of Science in Computer Games Systems with Distinction</u>
Principal subjects	3D Games algorithms (Graphics in OpenGL, shaders and principles of physics engines), Software development in C++, network applications in Java (server-client architecture, RMI) and UML/OOP design, Windows application development (WIN32/MFC, creation of a fully playable electronic version of the "Uno" card game with AI), Game prototyping in XNA (creation of a fully working prototype of an arcade/shooter game), Computing systems (principles of hardware architecture). <u>Dissertation Title</u> : "Virtual room scene with the Wii Remote/Motion Plus" (The Wii Remote and Motion Plus extension as input for a virtual scene created with the OGRE 3D graphics and the ODE physics engines for the Windows platform)
Institution	Nottingham Trent University, Nottingham, United Kingdom
Dates	From September 2002 to September 2003
Qualification awarded	<u>Master of Science in Interactive Multimedia</u>
Principal subjects	Software development, Usability evaluation and Human factors, 3D Graphics, Multimedia technology and design, Design for online learning and online learning environments. <u>Dissertation Title</u> : "Online Tutorial: Introduction to Object Oriented Programming" (use of Macromedia Flash/DHTML/JavaScript, study to create a user-friendly and simple application and usability evaluation)
Institution	Heriot-Watt University, Edinburgh, United Kingdom
Dates	From October 1999 to June 2002
Qualification awarded	<u>Bachelor of Science in Computer Science, Honours Class II Division 2</u>
Principal subjects	Programming (C++/Java), Software engineering (design), Computer graphics algorithms, Web graphics (VRML 3D modelling), Artificial Intelligence, Algorithms and complexity, Databases, Operating Systems, Networks, Robotics, Natural language engineering. <u>3rd Year Project Title</u> : "Galaga DX- A computer game" (2D game written in C++, use of AI and creation of graphics)
Institution	University of Essex, Colchester, United Kingdom
Skills	
Technical skills	<u>Languages</u> : C, C++, XML, C#, Java, HTML, CSS, SQL, Lua, VRML, JavaScript <u>APIs</u> : Win32/MFC, XNA, OpenGL/GLSL <u>Applications/Tools</u> : Visual Studio 2005/2008/2010/2013, NetBeans Familiarity with 3D modelling packages such as 3D Studio Max, Maya and Blender Photoshop, Flash, Dreamweaver, Gimp TeamCity, Confluence, JIRA, Doxygen, pgAdmin, PVS-studio, Subversion, Mercurial Microsoft Office <u>Operating Systems</u> : MS Windows, familiarity with Linux and Unix <u>Other</u> : Agile, Ogre3D, Boost, familiarity with Unity 4/5.

Languages	<ul style="list-style-type: none"> • Greek (native) • English (fluent - Cambridge Proficiency in English Language with Grade C, obtained December 1997 and University studies/life in the UK) • German (intermediate - Goethe Institut Zertifikat Deutsch with Grade “good”, obtained September 2007)
Driving licence	Full UK Clean - Category B,B1,f,k,p
Seminars	
Dates	From January 2005 to March 2005
Title of Seminar	Project Management of Information Technology Projects and practical training in an IT company
Institution	Association of Administration and Information Technology K.E.K. (K.E.K. E.Δ.Ι.Π.) Pipsou 9, 546 34, Thessaloniki, Greece, Tel +30 2310 532820
Interests	<ul style="list-style-type: none"> • Computer Games • Experimenting with new development tools • Cinema • Music • Literature

References available upon request